

This Page Is Inserted by IFW Operations
and is not a part of the Official Record

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

IMAGES ARE BEST AVAILABLE COPY.

**As rescanning documents *will not* correct images,
please do not report the images to the
Image Problem Mailbox.**

A M E N D M E N T S t o t h e C L A I M S

A detailed listing of all claims that are, or were, in the present application is provided below. The status of each claim is identified.

1. (ORIGINAL) A method of changing a value of a gaming token, the method comprising:

131 associating a first non-zero value with a gaming token;

detecting an event; and

in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

2. (ORIGINAL) The method of claim 1, wherein the gaming token includes a memory, and the associating steps respectively include storing the first and second values in the memory.

3. (ORIGINAL) The method of claim 1, wherein the associating steps respectively include storing the first and second values in a database entry that corresponds to the gaming token.

4. (ORIGINAL) The method of claim 1, wherein the detected event is insertion of the gaming token in a gaming device.

5. (ORIGINAL) The method of claim 4, wherein the gaming device is a slot machine.

6. (ORIGINAL) The method of claim 1, wherein the detected event is a period of time that a player has played a gaming device.

7. (ORIGINAL) The method of claim 6, wherein the gaming device is a slot machine.

8. (ORIGINAL) The method of claim 1, wherein the detected event is a number of times that a player has played a gaming device.

9. (ORIGINAL) The method of claim 8, wherein the gaming device is a slot machine.

10. (ORIGINAL) The method of claim 1, wherein the detected event is discharging of the gaming token from a gaming device.

11. (ORIGINAL) The method of claim 10, wherein the gaming device is a slot machine.

12. (ORIGINAL) The method of claim 1, wherein the detected event is placing the gaming token in proximity to a value-changing device.

13. (ORIGINAL) The method of claim 12, wherein the value-changing device includes magnet means for changing a magnetic state of a component of the gaming token.

14. (ORIGINAL) The method of claim 1, wherein the second non-zero value is greater than the first non-zero value.

15. (ORIGINAL) The method of claim 1, wherein the second non-zero value is less than the first non-zero value.

16. (ORIGINAL) The method of claim 1, further comprising:
displaying at least one of the values.

17. (ORIGINAL) The method of claim 16, wherein the displaying step includes displaying the at least one of the values by means of a display device mounted on the token.

18. (ORIGINAL) The method of claim 1, wherein the gaming token includes a memory for storing a token identifier, the method further comprising:
receiving the token identifier.

19. (ORIGINAL) The method of claim 1, further comprising:
transmitting the second non-zero value to the gaming token.

20. (ORIGINAL) The method of claim 19, further comprising:
receiving the second non-zero value from the gaming token.

Cont
B1
21. (ORIGINAL) A system for changing values of gaming tokens, the system comprising:

a plurality of gaming tokens;

means for associating a first non-zero value with one of the gaming tokens;

detecting means for detecting events; and

means, responsive to said detecting means, for associating a second non-zero value with said one of the gaming tokens, the second non-zero value being different from the first non-zero value.

22. (ORIGINAL) The system of claim 21, wherein each of the gaming tokens includes a memory for storing data indicative of a value of the respective token.

23. (ORIGINAL) The system of claim 21, wherein each of the gaming tokens includes a memory for storing a token identifier for the respective token.

24. (ORIGINAL) The system of claim 23, further comprising database means for storing data indicative of respective values of the plurality of tokens.

25. (ORIGINAL) The system of claim 21, further comprising at least one gaming device for detecting values associated with the gaming tokens.

26. (ORIGINAL) The system of claim 25, wherein the at least one gaming device includes a slot machine.

27. (ORIGINAL) The system of claim 21, wherein the detecting means includes means associated with a gaming device for detecting insertion of the gaming tokens into the gaming device.

28. (ORIGINAL) The system of claim 27, wherein the detecting means includes means associated with a gaming device for detecting discharging of the gaming tokens from the gaming device.

29. (ORIGINAL) The system of claim 21, wherein the detecting means includes a player tracking system.

30-71. (CANCELLED)

Cont
B1
72. (NEW) The method of claim 1, in which the gaming token includes a device mounted in the gaming token for outputting a signal detectable by a holder of the gaming token to indicate a status of the gaming token.

73. (NEW) The method of claim 1, in which the gaming token includes a display device mounted in the gaming token, the display device being switchable between a first display status and a second display status different from the first display status.

74. (NEW) The method of claim 73, in which the display device displays a first color in the first display status and displays a second color, different from the first color, in the second display status.

75. (NEW) The method of claim 73, in which the display device is blank in the first display status and displays an alphanumeric readout in the second display status.

76. (NEW) The method of claim 73, in which the display device displays a first alphanumeric readout in the first display status and displays a second alphanumeric readout, different from the first alphanumeric readout, in the second display status.

77. (NEW) The method of claim 73, in which the display device includes a light-emitting diode.

78. (NEW) The method of claim 73, in which the display device includes a liquid crystal display.

79. (NEW) The method of claim 1, in which the gaming token includes a sound emitting device, mounted in the gaming token, for emitting at least one sound indicative of a status of the gaming token.

80. (NEW) The method of claim 1, wherein the detected event is redeeming of the gaming token.

81. (NEW) The method of claim 1, further comprising:

receiving the gaming token at a gaming device;

after said receiving step, reading from the gaming token a token identifier;

Cont
B1

determining on the basis of the read token identifier whether a prize has been won; and displaying a result of the determining step.

82. (NEW) The method of claim 81, in which the gaming device is a slot machine.

83. (NEW) The method of claim 81, in which reading comprises:
receiving a signal transmitted from the gaming token.

84. (NEW) The method of claim 81, in which reading comprises:
receiving a signal transmitted via wireless communication from the gaming token.

85. (NEW) The method of claim 81, in which reading comprises:
optically scanning the gaming token.

86. (NEW) The method of claim 1, further comprising:
receiving the gaming token; and
reading a token identifier from the gaming token.

87. (NEW) The method of claim 86, further comprising:
determining whether a prize has been won; and
displaying an indication that the prize has been won.

88. (NEW) The method of claim 1,
in which the gaming token includes a display, and
further comprising:

using the display to display information; and
determining an outcome of a game based on the displayed information.

89. (NEW) The method of claim 88, in which the displayed information is alphanumeric information.

90. (NEW) The method of claim 88, in which the game is bingo.

91. (NEW) The method of claim 88, in which the game is a drawing.